

FIG. 1

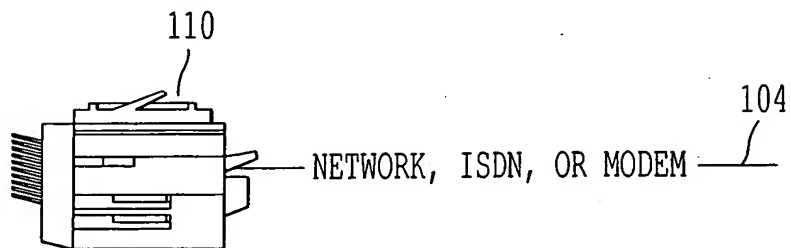


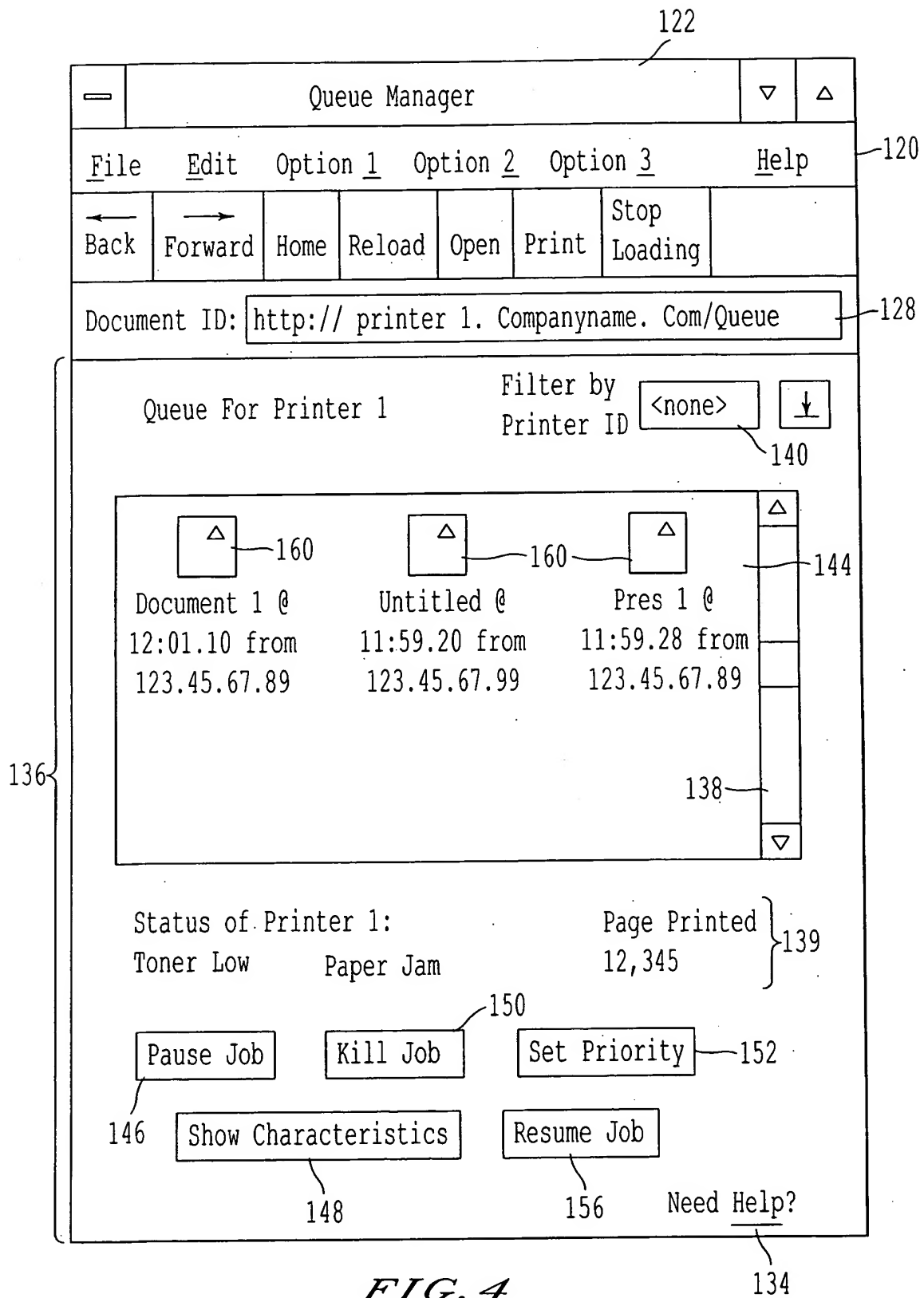
FIG. 2

122

=	Printer Configuration						▽	△
124 <u>F</u> ile <u>E</u> dit Option 1 Option 2 Option 3 <u>H</u> elp 120								
126 <div style="display: flex; justify-content: space-between;"><div>← Back</div><div>→ Forward</div><div>Home</div><div>Reload</div><div>Open</div><div>Print</div><div>Stop Loading</div><div></div></div>								
Document ID: http:// printer 1. Companyname. Com/Configure 128								
131 <div style="text-align: center;">Select Default Printer Configuration 130</div> <div>Configuration for uses at: 255. 255. 255.0 ↓</div> <div>Paper Size</div> <div><input checked="" type="radio"/> A4 <input type="radio"/> 8 1/2 x 11 <input type="radio"/> Legal</div> <div>Tray</div> <div><input type="radio"/> Upper <input checked="" type="radio"/> Lower</div> <div>Lines Per Page: 60</div> <div>Image Type:</div> <div><input checked="" type="radio"/> Color <input type="radio"/> B/W <input type="radio"/> Greyscale</div> <div>Maximum Job Size: <Unlimited></div> <div>Billing Code: Accounting Dept</div> <div>Other Restrictions:</div> <div><input checked="" type="checkbox"/> Work hours only <input type="checkbox"/> Restriction #2</div> <div><input checked="" type="checkbox"/> High Priority</div> <div style="text-align: right; margin-top: 20px;">Or, if you need help, press <u>H</u>elp.</div>								

134

FIG. 3

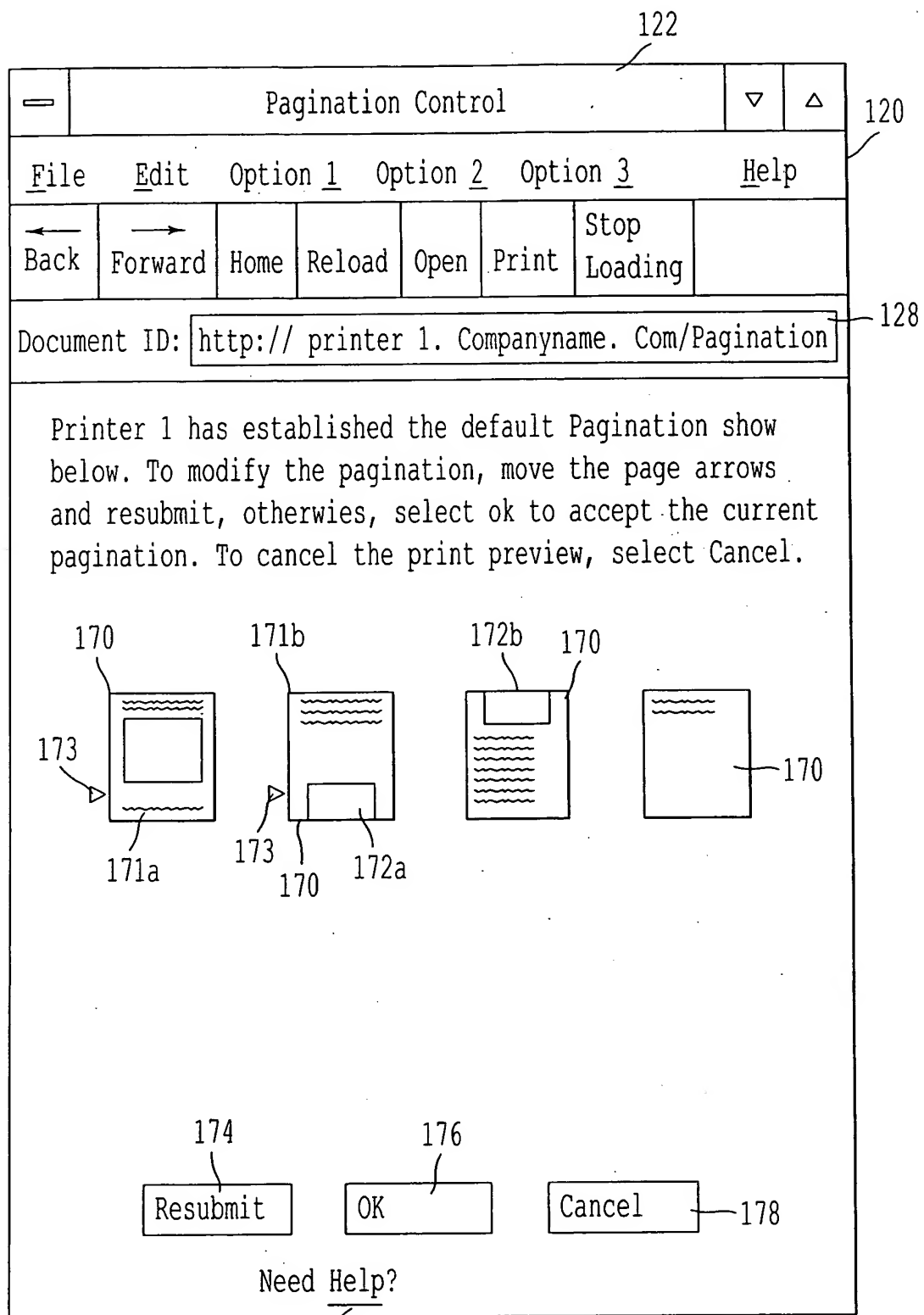


122

Queue Manager							▽	△																												
File		Edit		Option 1	Option 2	Option 3	Help																													
←	→	Home	Reload	Open	Print	Stop Loading																														
Back		Forward																																		
Document ID: <input type="text" value="http:// printer 1. Companyname. Com/Queue"/>																																				
Queue For Printer 1				Filter by Printer ID		<input type="text" value="123.45.67.89"/>	<input type="button" value="↓"/>																													
<table border="1"><tr><td><input type="button" value="△"/></td><td>160</td><td><input type="button" value="△"/></td><td>160</td><td rowspan="5"><input type="button" value="△"/></td><td rowspan="5">144</td></tr><tr><td colspan="2">Document 1 @</td><td colspan="2">Pres 1 @</td></tr><tr><td colspan="2">12:01.10 from</td><td colspan="2">11:59.28 from</td></tr><tr><td colspan="2">123.45.67.89</td><td colspan="2">123.45.67.89</td></tr><tr><td colspan="2"></td><td colspan="2"></td></tr><tr><td colspan="4"></td><td>138</td><td><input type="button" value="▽"/></td></tr></table>									<input type="button" value="△"/>	160	<input type="button" value="△"/>	160	<input type="button" value="△"/>	144	Document 1 @		Pres 1 @		12:01.10 from		11:59.28 from		123.45.67.89		123.45.67.89										138	<input type="button" value="▽"/>
<input type="button" value="△"/>	160	<input type="button" value="△"/>	160	<input type="button" value="△"/>	144																															
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12:01.10 from		11:59.28 from																																		
123.45.67.89		123.45.67.89																																		
				138	<input type="button" value="▽"/>																															
Status of Printer 1:				Page Printed																																
Toner Low		Paper Jam		12,345		139																														
<input type="button" value="Pause Job"/>		<input type="button" value="Kill Job"/>		<input type="button" value="Set Priority"/>																																
<input type="button" value="Show Characteristics"/>				<input type="button" value="Resume Job"/>																																
Need <u>Help?</u>																																				

134

FIG. 5



```
<HTML>
<HEAD>
<TITLE> QUEUE MANAGER </TITLE>
</HEAD>
<BODY>
<APPLET Code="QueueMgr.Class" width=500 height=300>
</APPLET>
</BODY>
</HTML>
```

FIG. 7

```
public class Letterhead extends Printer {
protected      String      page_1_text;
protected      String      page_2_text;
protected      int         plx,ply, p2x, p2y;
public          setPage1Text (String s1)    {page_1_text = s1;}
public          set Page2Text (String s2)    {page_2_text = s2;}
public          drawPage (int page_number)

    if (page_number == 1)
    {drawString (plx, ply, page_1_text); super.drawPage (page_number);}
    else
    {drawString(p2x, p2y, page_2_text); super.drawPage (page_number);}
    }
    :
    // other definitions of methods or data members
}
```

FIG. 8